

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	117	703/6.ccls. and @pd>"20071001"	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2008/04/24 17:45
L2	95	345/473.ccls. and @pd>"20071001"	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2008/04/24 17:51
L3	617	simulation same (fluid or gas or fog or cloud\$1 or smoke) and @pd>"20071001"	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2008/04/24 17:57
L4	21	simulation same (fluid or gas or fog or cloud\$1 or smoke) and animation and @pd>"20071001"	US-PGPUB; USPAT; EPO; DERWENT	OR	OFF	2008/04/24 17:58


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advection graphics animation

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### [Hardware-accelerated texture advection for unsteady flow visualization](#) - all 9 versions »

B Jobard, G Erlebacher, MY Hussaini - Proceedings of the conference on Visualization'00, 2000 - portal.acm.org  
 ... OpenGL-1.2 specification, we demonstrate **animations** of over ... on an SGI Octane with EMX1 **graphics**. ... spatial coherence techniques, dye **advection** techniques, and ...

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### [Animation of Bubbles in Liquid](#) - all 3 versions »

JM Hong, CH Kim - Computer **Graphics** Forum, 2003 - Blackwell Synergy  
 ... 17], in which the **advection** is calculated using the ... 2. R. Durikovic, "Animation of soap bubble ... formation and collision", Computer **Graphics** Forum (Eurographics ...

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### [\[PDF\] Tiled Hardware-Accelerated Texture Advection for Unsteady Flow Visualization](#) - all 2 versions »

B Jobard, G Erlebacher, MY Hussaini - Graphicon 2000, 2000 - graphicon.ru  
 ... is equivalent to a texture **advection** scheme applied to ... hardware features on advanced **graphic** workstations. ... Seamless **animations** are achieved through a careful ...

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### [Realistic Animation of Fluid with Splash and Foam](#) - all 2 versions »

T Takahashi, H Fujii, A Kunitatsu, K Hiwada, T ... - Computer **Graphics** Forum, 2003 - Blackwell Synergy  
 ... to fluids in computer **graphics**, a full ... Navier-Stokes equations in creating fluid-like **animations**. ... using a combination of asemi-Lagrangian **advection** schemes and ...

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### [Visualizing vector fields using line integral convolution and dye advection](#) - all 10 versions »

HW Shen, CR Johnson, KL Ma - Proceedings of the 1996 symposium on Volume visualization, 1996 - portal.acm.org

... is an **animation** sequence of dye **advection** in a ... ence between LIC volumes in an **animation** sequence to ... part of the NSF STC for Computer **Graphics** and Scientific ...

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### [Visualization for climate modeling](#) - all 7 versions »

N Max, R Crawfis, D Williams - IEEE Computer **Graphics** and Applications, 1993 - doi.ieeeecs.org  
 ... **animation**, the average time per frame was 45 minutes on a Silicon **Graphics** Personal Iris 4D135 workstation, about half for rendering and half for **advection**. ...

Cited by 28 - [Related Articles](#) - [Web Search](#) - [BL Direct](#)

### [Animation and rendering of complex water surfaces](#) - all 29 versions »

D Enright, S Marschner, R Fedkiw - ... conference on Computer **graphics** and interactive techniques, 2002 - portal.acm.org

... was introduced to the computer **graphics** community ... creating realistic liquids for computer **animation** is the ... 3.3.2 Velocity **Advection** The momentum portion of ...

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### [A simple, efficient method for realistic animation of clouds](#) - all 28 versions »

Y Dobashi, K Kaneda, H Yamashita, T Okita, T ... - ... conference on Computer **graphics** and interactive